

FIG. 2

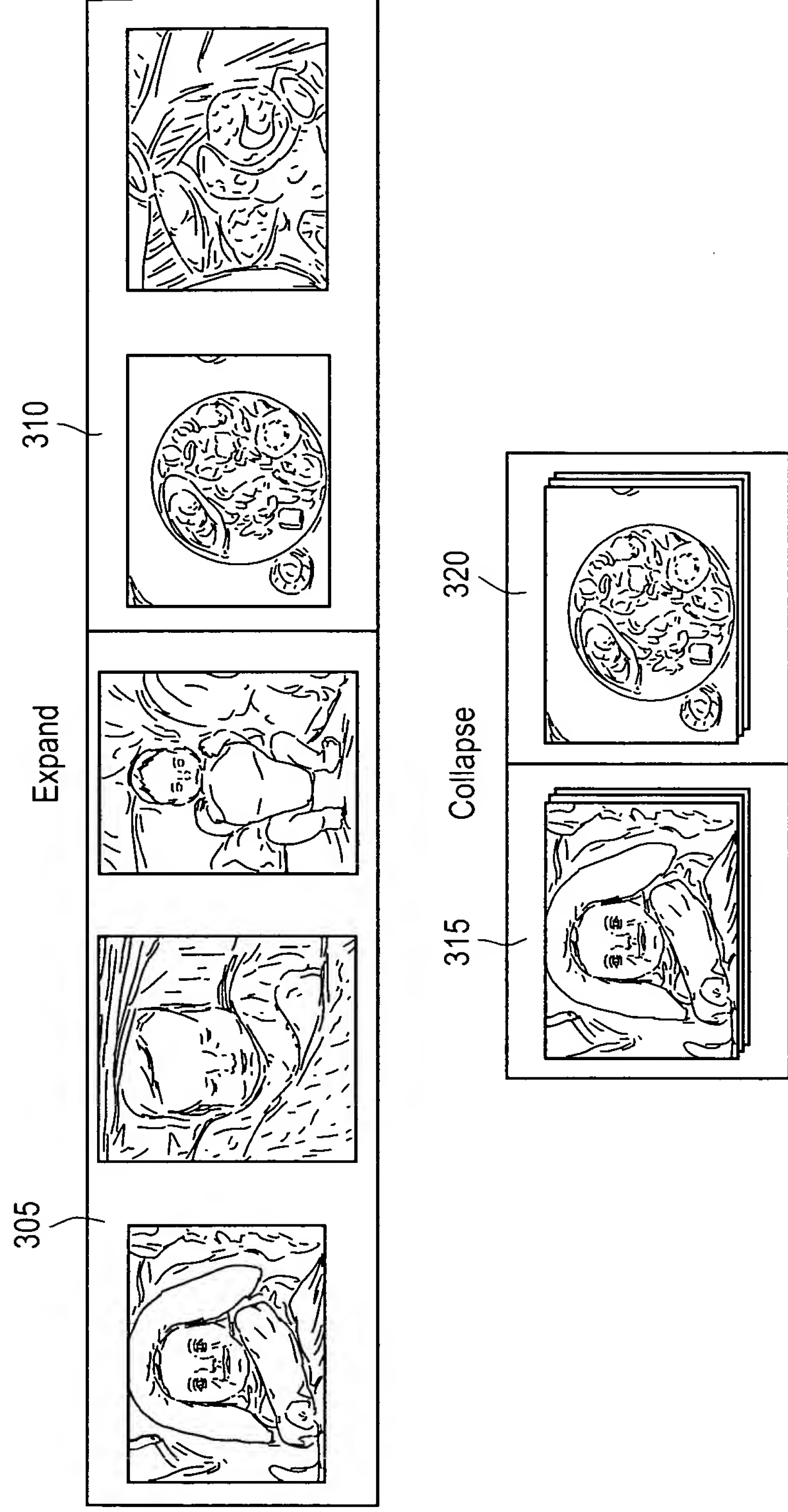


FIG. 3

400 —

```
<?xml version="1.0" ?>
<families>
  <family id="balabanovic">
    <everything-track id="http://Server10/meta6.xml" />
    <stories-track id="http://Server11/meta7.xml" />
    <current-track id="EMPTY" />
  </family>
  .
  .
  .
</families>
```

405 —

```
<user id="marko" />
<user id="janet" />
.
.
.
</users>
</family>
.
.
.
</families>
```

FIG. 4

```

<?xml version="1.0" ?>
<story>
  <image>
    <photo metadata="http://Server1/meta1.xml"/>
    <type type="STORY"/>
    <down metadata="http://Server7/meta3.xml"/>
  </image>
  <image>
    <photo metadata="http://Server8/meta4.xml"/>
    <type type="STORY"/>
    <down metadata="http://Server9/meta5.xml"/>
  </image>
  .
  .
  .
</story>

```

FIG. 5A

505

```

<?xml version="1.0" ?>
<story>
  <image>
    <photo metadata="http://Server1/meta1.xml" /> — 525
    <type type="DOCUMENT" />
    <audio-pointer>
      <audio storeid="http://Server4/clip1.au" offset="0" />
    </audio-pointer> — 535
  </image>
  <image>
    <photo metadata="http://Server5/meta2.xml" /> — 530
    <type type="DOCUMENT" />
    <audio-pointer>
      <audio storeid="http://Server6/clip2.au" offset="23" />
    </audio-pointer> — 540
  </image>
  .
  .
  .
</story>

```

520

FIG. 5B

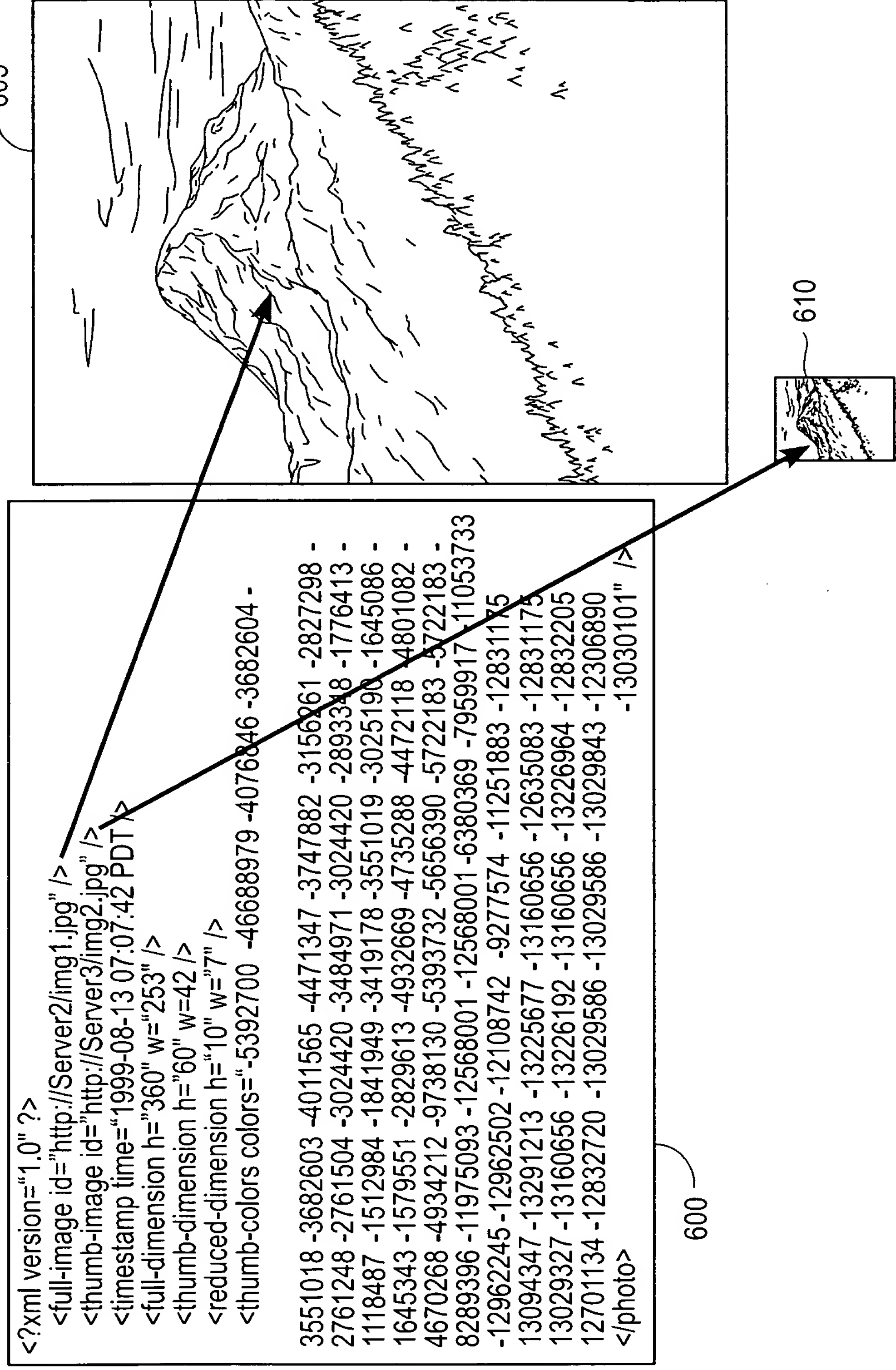


FIG. 6

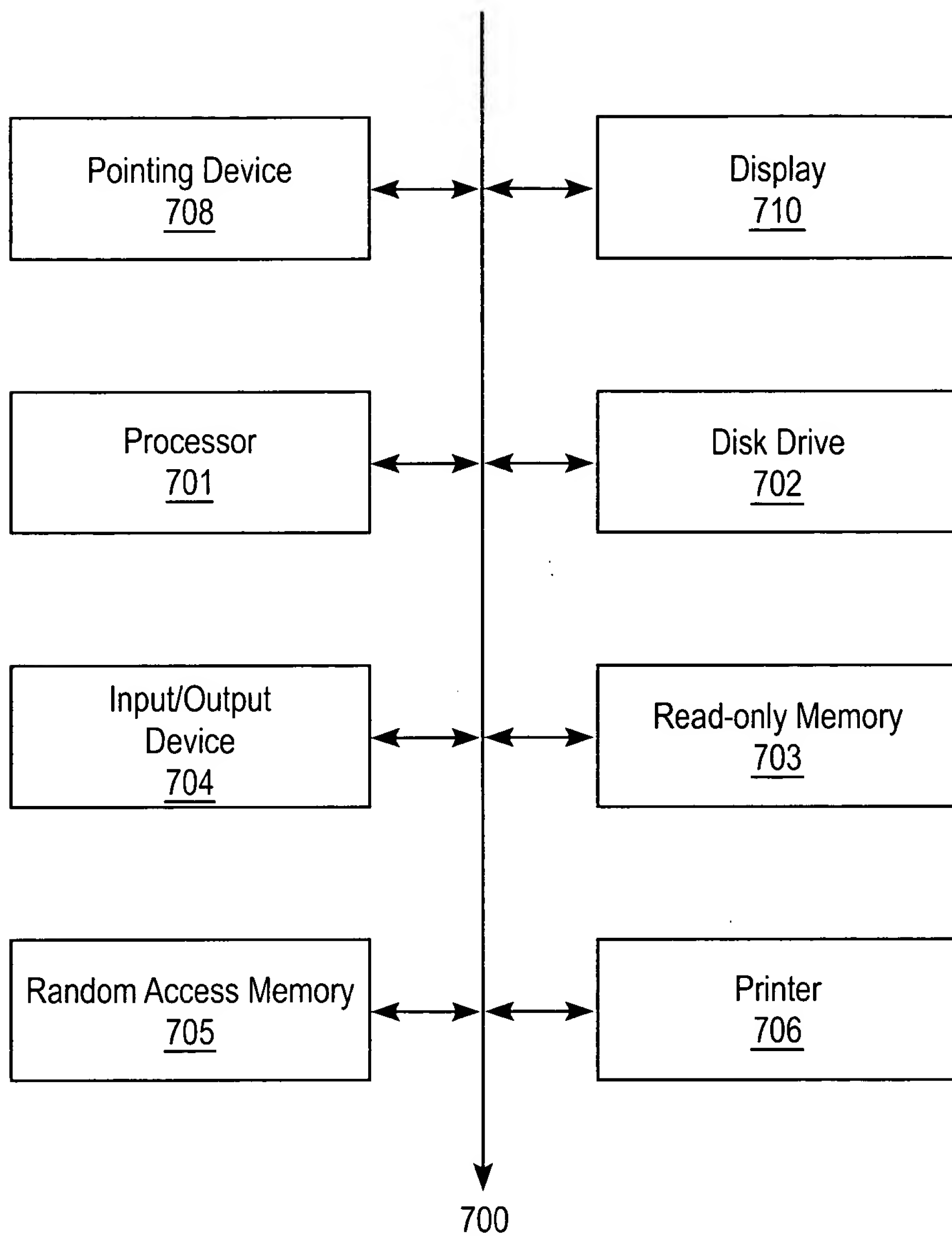


FIG. 7

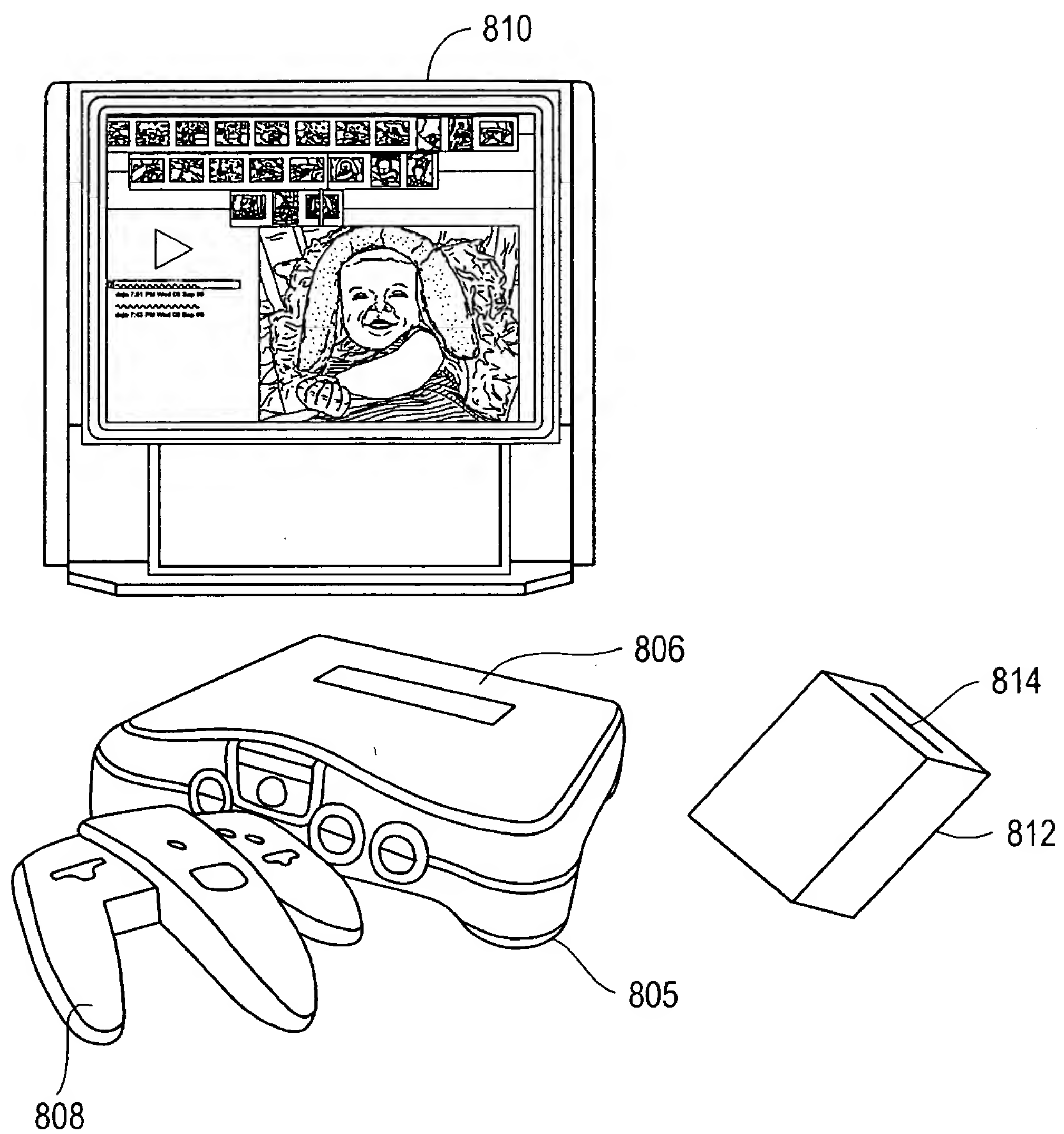


FIG. 8

DIGITAL PHOTO ALBUM

GAME CONSOLE

Scroll to the left of the current track	<LEFT> arrow key
Scroll to the right of the current track	<RIGHT> arrow key
Scroll to the track above	<UP> arrow key
Scroll to the track below	<DOWN> arrow key
Add a media object to story	<A> button
Remove a media object from story	 button
Play a story	<C> button
Save a story	<D> button
Send a story	<START>< button

900

FIG. 9